displaying a substantially blank display on the other of said first and second display screens that is not said receiving display screen whenever one of said one or more screen blanking criteria has been analyzed to be present with respect to said at least one display signal.

13. The method of claim **12**, wherein said one or more screen blanking criteria include one or more of a specific display mode, a specific display resolution and a specific refresh rate detected within said at least one display signal.

14. The method of claim **13**, wherein said specific display resolution is selected from the group consisting of 640×480 pixels, 720×400 pixels, 800×600 and 1280×1024 pixels.

15. The method of claim **13**, wherein said specific display mode is selected from the group consisting of DOS, BIOS and VESA modes.

16. The method of claim **13**, wherein said specific refresh rate is not about 60 Hz.

17. An apparatus to automatically blank one display screen within a multi-layer display device, comprising:

means for receiving at least one display signal;

means for analyzing said at least one display signal for one or more screen blanking criteria;

means for transmitting at least a portion of said at least one display signal to a first display screen within said multi-layer display device; and

means for automatically displaying a substantially blank display on a second display screen of said multi-layer display device whenever one of said one or more screen blanking criteria has been analyzed to be present with respect to said at least one display signal, wherein said first and second display screens are positioned front-to-back such that said the respective graphical displays thereon are adapted to combine for a single visual presentation to a viewer thereof.

18. The apparatus of claim **17**, wherein said one or more screen blanking criteria include one or more of a specific display mode, a specific display resolution and a specific refresh rate detected within said at least one display signal.

19. A gaming machine adapted to accept a wager, administer a game based on the wager, and award a monetary prize based upon the outcome of the game, comprising:

a cabinet defining an interior region of the gaming machine, the cabinet adapted to house a plurality of gaming machine components within or about the interior region;

a first display device, disposed within or about said interior region, configured to output a visual image in response to a control signal;

a second display device, arranged relative to the first display device such that a common line of sight passes through a portion of the first display device to a portion of the second display device;

at least one logic device configured to execute instructions to transmit display signals adapted for display on each of said first display device and said second display device; and

at least one display controller in communication with said at least one logic device, said first display device and said second display device and configured to transmit said display signals from said at least one logic device to said first display device and said second display device, said at least one display controller having a signal analyzer configured to analyze said display signals for one or more screen blanking criteria, and wherein said at least one display controller is adapted to facilitate the presentation of a substantially blank display on one of said first and second display devices whenever one of said one or more screen blanking criteria is present with respect to said display signals.

20. The gaming machine of claim **19**, wherein said one or more screen blanking criteria include one or more of a specific display mode, a specific display resolution and a specific refresh rate detected within said at least one display signal.

21. A gaming system adapted to accept wagers, administer games based on the wagers, and award monetary prizes based upon the outcomes of the games, comprising:

a plurality of processor-based gaming machines, each processor-based gaming machine having a cabinet defining an interior region thereof, a first display device disposed within or about said interior region and configured to output a visual image in response to a control signal, a second display device arranged relative to the first display device such that a common line of sight passes through a portion of the first display device to a portion of the second display device, a logic device configured to execute instructions to transmit display signals adapted for display on each of said first and second display devices, and a display controller in communication with the logic device, first display device and said second display device and configured to transmit said display signals from the logic device to the first display device and second display device;

a remote host in communication with each of said plurality of processor-based gaming machines, said remote host being adapted to provide one or more of said display signals to each of said plurality of processor-based gaming machines; and

at least one display signal analyzer configured to analyze said display signals for one or more screen blanking criteria, said at least one display signal analyzer adapted to communicate the presence of said one or more screen blanking criteria to said plurality of processor-based gaming machines, and wherein the display controller of each of said processor-based gaming machines is adapted to facilitate the presentation of a substantially blank display on one of the first and second display devices of its respective gaming machine whenever one of said one or more screen blanking criteria is present with respect to the display signals being transmitted to its respective gaming machine.

22. The gaming system of claim **21**, wherein said one or more screen blanking criteria include one or more of a specific display mode, a specific display resolution and a specific refresh rate detected within said at least one display signal.

23. The gaming system of claim **21**, wherein said at least one display signal analyzer is located remotely from one or more of said plurality of processor-based gaming machines.

24. The gaming system of claim **21**, wherein said at least one display signal analyzer comprises a plurality of display signal analyzers located within two or more of said plurality of processor-based gaming machines.

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